Pseudocode

Start

Move{

Get AmountFromDiceRoll

Get UserMovementRequest

If {

(UserMovementRequest =< AmountFromDiceRoll)

MoveCharacter() }

Else

{

(UserMovementRequest > AmountFromDiceRoll)

Show ErrorMessage1

}

Attack{

int DamageAmount

int CharacterRange

int DefenceAmount

int DistanceToEnemy

int EnemyHealth

If{

(CharacterRange >= DistanceToEnemy)

If{

(DamageAmount > DefenceAmount = MinusDamage)

EnemyHealth – MinusDamage = NewHealth

NewHealth=EnemyHealth

}

Else{

(DamageAmount <= DefenceAmount)

Show ErrorMessage2

}

}

Else

{

(CharacterRange < DistanceToEnemy)

Show ErrorMessage3

}

If{ (EnemyHealth <0)

Die()

}

}

Die {

Get EnemyHealth

If(EnemyHealth <0)

Play DeathClip

Destroy Enemy

}

Collect {

Get PlayerPosition

Get SpecialTokenPosition

Get AmountOfMovesLeft

If{ (AmountOfMovesLeft > 0)

If{

(PlayerPosition = SpecialTokenPosition)

CollectToken

}

Else { EndTurn}